

# JACG

# JACG

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THE JERSEY ATARI COMPUTER GROUP

## EDITORIAL

Fall has fallen upon us, and we're still meeting at the Mountain Lakes High School; perhaps, however, for the last time before returning to Bell Labs in Murray Hill. I know for many it is sad to see the summer gone, but for me - I could never tolerate the three "H's" (hazy, hot and humid) anyway. Speaking of toleration (notice the nice lead-in?), did you notice the article in our NEWSLETTER last month on piracy? What, you say, piracy, politics, and sex are forbidden subjects? Seriously folks, it seems that there is no neutrality here, just polarization. On the one hand the manufacturers claim lost revenue, and as a consequence, less 8-bit titles to come out in the future. On the other hand there are the users, claiming software not worth a fraction of the price and "wouldn't buy it anyway". It is mutually a "bite the hand that feeds you" dilemma. I fully support the position that the intellectual contribution of the programmer, and the resource contribution of the manufacturer and seller should be adequately (notice that I did not say rapaciously) compensated. I also believe that the user shouldn't be "hyped" into the purchase of less than what he is led to expect; and shouldn't be expected to mortgage a home to purchase a decent financial software package. Further, there should be accommodation for software that doesn't live up to expectation.

Things have now progressed to the point that protection schemes have become so sophisticated that I think my drives will all die premature deaths due to their incessant "snarking" during load! I think that if one views the current state of affairs concerning software piracy (there's that word again) from the point of view of what is reasonable and fair, and in the best interests of both manufacturers and users from an economic view and with regard for the survival of the species (8-bitus); instead of from polarized moral and legal positions - the whole 8-bit ATARI world would be better off. Where would the manufacturers be without the users; and where would the users be without the manufacturers? Any comments, folks?

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## MARK YOUR CALENDAR !!

### JACG

### Meeting Schedule

November, 8, 1986

Due to the continuing renovation at Bell Labs in Murray Hill, please call the JACG Hotline (201) 534-6349 anytime from Thursday November, 6, 1986 (but prior to Saturday, November 8, 1986) for definitive information as to the meeting place.



*D. G. Noyes*

*9-16-86*





534-6349

JACG HOTLINE

534-6349

## The J.A.C.G. WANTS



## YOUR ARTICLE

*This is your newsletter,*

*Please contribute to it !*

### \*\*\*\*\* FLEA MARKET RULES \*\*\*\*\*

In order to clarify the intention of the Executive Committee in sanctioning the use of the BTL lobby before and after monthly meetings for use as a member flea market we publish the following rules:

1. All flea market sellers must be current JACG members.
2. Space is provided on a first-come, first-served basis.
3. Only ORIGINAL programs with ORIGINAL documentation may be sold in the area of software.
4. Hardware of any type may be sold normally without constraint. The Executive Committee reserves the right, however, to limit the physical size and space consumed by such hardware.
5. Flea market business will be conducted only in the lobby and ONLY when the meeting is not in session in the auditorium.
6. The Executive Committee reserves the right to deny or suspend the privilege of flea market usage to any person, member or not, for infraction of these operating rules.

### =====

### JACG Membership

### =====

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are \$20.00 per year (\$30.00 per year international; Mexico and Canada \$20.00) and entitle the member to: 1) Receive the monthly newsletter; 2) Purchase programs from the group's extensive tape and disk libraries at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; 10) Access the JACG nationally famous Bulletin Board; and 11) Have a lot of fun.

Newsletters are sent third class mail. If you want first class mailing include an extra \$6.00 with your basic dues.

If all of this sounds good to you send a check or money order, payable to JACG, to:

Joseph Kennedy, Membership Chairman  
126 Jupiter Street  
Clark, NJ 07066

## NEW TO THE ATARI?

## NEED A LITTLE HELP?

PRESS CTRL-CLEAR

SYSTEM RESET TO REBOOT

BOOT  
ERROR...

##%&#!

SET OPTIONS NOW

## MAYBE A JACG BIG BROTHER CAN HELP

## GIVE US A CALL 201-469-6190



## THE VIEW FROM WHITE HOUSE.

The Presidents' message.

by Bill Martin

HOT LINE TO THE PRESIDENT. - (201) 534-6349

Keep those volunteers coming in! Thanks to Gary Gorski, new home owner and new officer of the JACG. Gary has volunteered to serve as both Advertising Director, (an executive position) and Sales Manager. We appreciate it.

October is the month for nominations and by the time most of you read this it will be election time in November. Please make an extra effort to come out for the next meeting to vote. It's your club. There will be opening's in the JACG staff so volunteers will be needed to fill these positions. Personally, I have decided not to run for a second term because of poor health and at the time of this writing I am really undecided as to what, if any contribution I can make to the club. Needless to say, I'll be around on a regular basis to hassle the executive committee.

So, here I stand, 11/12th of my term of office over and we're facing another crisis. Our membership rolls are decreasing. Growth has stopped. The reason is, (I think), location. Even though the facilities at the school are optimum, we are not close enough to the "main", which is Bell Labs. Why, even my friends, (both of them) are not coming to the meetings. Hopefully, November will see us return to the labs and we will see a resurgence in membership. Meanwhile, as a temporary measure, I would like to ask all of you to sign up one, that's right, just one member each. Oh well, I can dream!

What's the difference between being president of a Honda car club and being president of an Atari computer club? You can't really "back up" an Accord.

The current status of the BBS. It appears that our BBS is still not off the ground. ie: That's down, anyway you look at it! SYSOP Scott Jacoves advises me that one of the integral parts of the Bulletin Board Construction Set program created by Scott Brause, is Scott Brause. Since Scott Brause went off to Florida to learn PILOT, he, (Scott Jacoves) has been hot on the heels of an alternate Haye's compatible program that doesn't suffer from terminal down time, (no pun intended). We will let you know, via the HOTLINE, and this media, as soon as there is a change in the situation. meanwhile we are looking at both Forem and Carina as alternatives.

### ----- IN THE DISPATCH POUCH.

From time to time we get special offers or advertisements from hard/software distributors/ manufacturers/ retailers. Up to now, the membership hasn't been in on

these offers because of the huge lead time necessary. From now on, I'll try to mention them here. Presence of an item in this portion of my column is not to be considered an endorsement. Also, please don't hold me responsible for typo's or mis-interpretation and here's the BIG ONE. If you make an inquiry, mention where you saw it. They might even advertise with us, and send me a free one.

Infocom, P.O. Box 478, Cresskill, NJ 07626. A rather humorous newsletter advertisement that covers quite a few of their products including the new, (and available for Atari), Leather Goddesses of Phobos. Offers hints, T shirts, posters etc. Famous for their interactive adventures and support of Atari. Recently they were purchased by Activision and I hope that no change in support policy results.

The Skunk. Future Systems Software, Inc., P.O. Box 1597, Bangor, ME 04401. A "clone" of our own Eli Tomlinson's "CHIPMUNK" that won't copy itself. This was a pre-release copy, but the sector copier "hung up" and shut down at the bad sector.

MEI, 1555 West Lane Ave., Columbus, OH 43221. 1-800-634-3478. DSDD at \$.29 each, minimum of 100 plus at least \$2.00 UPS. Sleeves and tabs are extra. I've tried them twice and they deliver. They even price protected me when I found out that the price had gone down the next day. So far only one bad disk in the lot.

Dots-Perfect, Dresselhouse Computer Products, 837 East Alosta Ave., Glendora, CA 91740. 1-800-368-7737. NLQ for Epson FX, JX, RX, and MX. Includes IBM graphics character set on FX or JX. \$79.95.

Broderbund News, P.O. Box 12947, San Rafael, CA 94913-2947. Offers a "buy one get one (almost) free" on certain items including Synfile and Syncalc, through October 31, 1986. Write them and tell them you want "The Toy Shop" for 8 bit Atari.

OSS, Optimized Systems Software, Inc. 1221B Kentwood Ave., San Jose, CA 95129, is publishing a quarterly newsletter on disk for it's fans. Price \$25.00 per year. OSS is well known as a producer of "high quality" software for Atari.

Future Systems Inc., 9811 Owensmouth, Suite 9, Chatsworth, CA 91311. Formally Indus, announces that CP/M 2.2 has been released for the Indus GT drive. Price of \$131.00, (shipping included) includes a "Ram Charger", CP/M, and Synchronesh II. So far, I've been waiting for over 30 months for my copy of Synchronesh I. If I were you, I'd wait a bit to see if the offer is real, or "vapor-ware". I for one hope it's real. I'd love to run Wordstar on my Atari without paying for the ATR.

Continued on pg. 5



by Joseph S. Kennedy

Reported by  
Joseph S. Kennedy

Well, let's get back to the JACG disk library for this month. We're going to look at Volume #88. This is a volume that comes to us from the San Leandro Computer Club. It is a series of programs that are written in ACTION. However you don't need an ACTION cartridge to run them. They are compiled as binary files. AN added bonus on this disk is the XL-Lator. Which is a combination of a translator for the XL/XE series with a menu program for binary files. This is fully documented on the disk so that you can set it up for all your binary file disks. This alone could be worth the price of the disk. But there's plenty more.

If you feel like a little gambling you can play a good game of black jack. However on my 130XE it seems to have a problem in the display of the cards. The cards are displayed both right side up as well as upside down. But the game itself is fun to play. Unfortunately you can only bet up to \$999 and the ATARI is a notorious welcher when it comes time to pay, but then again you don't have to pay up when you lose either.

The MAGIC PENCIL is a very nice public domain drawing program with many nice features. You can include text in a variety of sizes. You can select one of eight vertical and one of eight horizontal sizes for your artwork. You can set both the horizontal and vertical speeds of the cursor. One problem with this is that the cursor then leaves a trail of dots instead of a solid line. To get a solid line at higher speeds you active the "Get Dots" mode which when you then choose the "Fill Dots" mode will give you a solid line. There is also a 4-way mirror mode as well as the standard disk options. The only drawback in my book is that you must use a joystick to draw with. It does let you employ a touch tablet. But that's the only complaint I've got for this fine drawing program.

Another interesting program on this disk is the Atari CARTOON. This program allows you to prepare cartoons using the Atari characters (regular and control). Playback rates can be set at 300 or 1200 baud allowing BBS Sysops to prepare animated screens for use with their BBS's. As well as just making regular cartoons just for fun.

Also on this disk is a Defender type space shoot'em up as well as an interesting game called FLITTER in which you take the part of a Flitter bug with the awesome responsibility of mating properly so that you race continues. You must make sure that you mate with a bug with good genes - bad genes of course would show up in future generations and doom the race.

The meeting was opened at Mountain Lakes High School. After opening remarks by President Bill Martin perhaps the longest raffle in the history of the JACG was held. The prizes for the raffle were donated by Art Leyenberger. Thanks Art!! The membership then went on SAFARI!! This was the third annual ATARI SAFARI! The guides for this safari were as follows:

Robotics - the Robotics SIG

Graphics on the 8-bits - Oscar  
GrannisonWord Processing on the 8-bits - Mary  
Russomano & Phil Greenhut

Canon Color Printer - Eric Jacques

Koronis Rift & Dreadnaught Factor -  
Geoff Noyes

King's Quest - Jim Tuttle

Magniprint II+ - Tom Pluck

Syncalc - Don Forbes

Taxes on the 8-bits - Shree Vandenberg

Thanks to all of our guides on the  
Safari!

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### CALL FOR FILLIP MORE - RAY - US

by Joseph S. Kennedy

Yes I'm looking for a SIG but not the smokin' kind! In fact I'm lookin' for two SIG's. The first is a hardware SIG. I would envision this as a group to work on hardware additions or modifications to and for the ATARI; the fabrication of things such as the WEFAX board from the recent ANTIC magazine or a printer buffer or the like. I would be willing to help set this SIG up but, and this is the big BUT, we would need a hardware type to guide us along. Anybody interested let me know!

The other SIG is a typing SIG. What's a typing SIG you ask? Well, simply put it is a group of people who would be typing the many programs that we find in the various exchange newsletters as well as some of the magazines. Then we would use these for the expanding the club program library. But what's in it for us you ask again? Well, many fine programs now go by without being typed in. With the typing SIG you'd have access to them. Again anybody who is interested let me know.

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## OPEN LETTER OF THANKS

Dear Exhibitionists,

Well, now that I have everyone's attention I would like to express my appreciation as well as the appreciation of all the group members to those who shared their Atari experiences with us during the Atari Safari. You not only gave of your time and knowledge but you also brought all your own equipment with you to the meeting including computers, disk drives, printers, robots, charts, etc. You are truly what makes the JACG the great group that it is. Without the efforts of the general membership for programs such as this there would be no JACG.

Again my personal thanks and a hearty well done to Oscar Grannison, Mary Russomano, Phil Greenhut, Eric Jacoves, Geoff Noyes, Jim Tuttle, Tom Pluck, Don Forbes, Shree Vandenberg and the entire Robotics SIG. And also to Mark Knutsen who planned a presentation for us but found that it's a long walk from New Brunswick to Mountain Lakes carrying an Atari.

Sincerely,

Joe Kennedy

\*\*\*\*\*  
GIVE A BIT!!  
\*\*\*\*\*

Let the JACG  
Do the Work  
for You

Gary Gorski  
JACG Sales Manager

Sit back, relax, and earn extra money, by letting the JACG sell your original software. For one reason or another, we all buy software that just isn't right, has been outgrown, or is no longer needed.

The JACG will sell that software (maximum of 3 per month) at it's monthly meetings. All you have to do is to bring in the software and original documentation clearly marked with your name, member number, and the price you would like to sell it for!! For 20% of the sale price, the JACG will handle the sale for you with no hassles. Please be sure to bring your software early to the meeting so it can be displayed at the flea market. This can be a wonderful way to get that much needed extra cash for Christmas!

If you need additional information, please call or drop me a line.

## A Wife's Letter

To my darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blonde about a year ago and was delighted to discover that it really is more fun! Lars -- I mean Mr. Swenson, the department head -- has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you didn't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars -- Mr. Swenson, I mean -- is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen and I will think of you often -- try to remember us while your disks are booting.  
LOVE, MARY

(W. J. Parsons in Diablo Valley PC News)

Continued from pg. 3

O&M International, Inc., 10028 Branford Rd. San Diego, CA 92129, offered a nice desk top computer organizer called the "LAST STAND" tm (pat.pend.) that cuts the 520/1040 footprint down to 12"x22", with room for expansion. The special price of \$35.50 for 4 or more expired on Sept. 30th. Regular price is \$41.95, still a good deal.

WANT ADDS

We are still looking for someone to do the meeting minutes for the news letter.

Still looking for a leader for the ST SIG. We can even cover both jobs with one volunteer.

PATRONIZE OUR ADVERTISERS !!



## WHAT IS LISP?

By Donald Forbes -- JACG

LISP, for you and me, is the key to artificial intelligence. Learning to program in LISP is half the battle.

This is the language that has been used for years in the universities to create artificial intelligence projects. LISP is short for List Processing, although some will tell you it stands for 'lots of irritating single parentheses.'

In the United States, LISP is the primary language for AI. In Europe and Japan, however, the language is Prolog (for Programming in Logic).

LISP originated at MIT in the mid 1960s and is based on the general concept of a list. Both programs and data are treated as lists of objects. A list can be broken into a head (the first item on the list) and a tail (the rest of the list, which then becomes a new list). Consequently, the primary mode of programming is through the composition of recursive functions.

Prolog is the logic programming language developed at the University of Marseilles in 1972. A program is a set of logical rules. For example, "All humans are mortal" and "Socrates is human" lets Prolog deduce that "Socrates is mortal." The program arrives at the solution by using built-in pattern matching rules and backtracking strategies to find an answer to the user's problem.

Conventional programming languages do not handle variables the way mathematicians do. In a typical program such as

```
10 READ (X)
20 X = X + 1
30 PRINT (X)
```

the variable X has different meanings at different places in the program. Languages which treat variables in a mathematical fashion are called 'functional languages.' APL, for example, is a functional language organized around the concept of an array. LISP combines the elegance of a functional language with the extremely flexible data structure of lists.

Here is a sample of the way we would program interactively in LISP (the line with the asterisk is our input):

```
*define DOUBLE[x] = x + x
DOUBLE defined
*double[3]
6
```

What we have done here is define a function we have called DOUBLE. The computer accepts the definition. Then we test the definition using the number 3, and the computer responds with the answer.

Now we can define the absolute value as a new function, and combine it with the doubling function we just created, like this:

```
*define ABS[z] = if z < 0
* then -z else z
ABS defined
*ABS[-2]
```

```
2
*DOUBLE[ABS[DOUBLE[-2]]]
8
```

In other words, we double minus 2 (giving -4), take the absolute value (giving 4), and double that to get 8 as the answer. Note that we use conditional expressions (if, then, else) as in other languages.

One important feature of LISP programming is the use of recursive definitions, meaning that a definition can invoke itself within the same definition. This is something that cannot be done in the older languages such as BASIC or COBOL or FORTRAN. However, it can be done in the newer languages such as C and PL/I and PASCAL.

In LISP we can define a Fibonacci series (in which each number in the sequence is the sum of the two preceding numbers ... 1, 1, 2, 3, 5, 8) using recursion, this way:

```
*define FIB[n] = if n < 3 then 1
* else FIB[n - 1] + FIB[n - 2]
FIB defined
*FIB[8]
1,1,2,3,5,8,13,21
```

The strength of LISP lies in the way it handles lists. Here are some sample lists:

```
( )          no elements
(3)          one element
(37 15 -4)   three elements
(3 ( ) TRUE) three elements
(1 ( ) 2 (( )) 3 ((( ))) six elements
```

There are three basic functions for handling lists. HEAD takes the first element. TAIL takes all elements after the first. CONS stands for 'construct' and builds a new list by adding a HEAD to another list. HEAD and TAIL work this way:

```
*HEAD[(4 5 6 7)]
4
*TAIL[(4 5 6 7)]
(5 6 7)
```

The construct function needs two arguments and works like this:

```
*CONS[3, (4 5)]
(3 4 5)
*CONS[(3), (4 5)]
((3) (4 5))
*CONS[3, ( )]
(3)
*CONS[(TRUE FALSE), ( )]
((TRUE FALSE))
```

Now we can define a function that will make a list of numbers by counting up to a given number:

```
*define UPTO[n] = if n = 0 then ( )
* else CONS[n,UPTO[n - 1]]
UPTO defined
*UPTO[0]
( )
*UPTO[3]
(3 2 1)
```

Continued on pg. 15



## EXPERT SYSTEMS SINCE THE STONE AGE

By Donald Forbes -- JACG

Expert systems today are the hottest topic in artificial intelligence. Expert systems, also known as knowledge-based systems, are invading the commercial market. Yet these systems, in another guise, go back to antiquity.

The earliest known library was a collection of clay tablets in Babylonia in the 21st century BC. Ancient Egyptian temple libraries are known through the Greek writers. Diodorus Siculus describes the library of Ramses III around 1200 BC. The extensively catalogued library of Assur-bani-pal, who died around 626 BC, in Nineveh was the most noted before that at Alexandria. The temple at Jerusalem contained a sacred library.

The first public library in Greece was established in 330 BC to preserve accurate examples of the work of the great dramatists. The most famous libraries of antiquity were those of Alexandria, founded by Ptolemy I.

The oldest public library in Europe is the Vatican library, founded in the fifteenth century. The invention of movable type by Gutenberg in 1450 gave a big boost to these knowledge systems. The chief modern libraries are to be found in such places as London, Paris, Oxford, Milan, Rome, Moscow, Washington, New York and at the great American universities.

What makes these "expert systems" different from the AI versions?

The answer is that they are PASSIVE instead of ACTIVE. In other words, the knowledge is there, but an individual has to assimilate the information before it can be put to use. Books store the most knowledge, but it is of no use until a human being retrieves it, interprets it, and decides how to exploit it to solve problems. In the AI system, the knowledge can be recalled on demand from the data base.

This one difference is the reason for all the current excitement. It also explains how the new systems came into being, and where they appear to be headed during the rest of this century.

One authority in AI paints the following picture:

The limits of human expertise are at about 100,000 rules.

Expertise in a profession requires about 10,000 rules.

An expert level of competence in a narrow area requires between 500 and 1000 rules.

A convincing demonstration of the power of a knowledge system requires about 250 rules.

A commercially practical knowledge system may require as few as 50 rules.

From these estimates it becomes clear that computers have a long way to go before they can compete with human experts.

Computers, however, have some built-in advantages.

Remember that computers have been used as passive knowledge systems for some time. Just think of the computer program that your bank uses to update your checking account balance on a day-by-day basis. AI expert systems share some of these advantages.

A commercial expert system, for example, is permanent. Humans change jobs, die, or forget information they rarely use.

Expert systems can be duplicated. To replicate the knowledge of a human expert requires a long apprenticeship, which may not capture all his knowledge.

Some computer systems are cheaper to implement than the services of a human expert.

A computer system is consistent and thorough. The performance of a human may vary widely from time to time.

A computer can always retrace its reasoning steps. After a lapse of time, a human may forget the assumptions and chains of reasoning that led him to a specific conclusion.

These differences ensure that AI expert systems are here to stay, and will continue to grow in importance.

Artificial intelligence today (including expert systems, robotics, and natural language processing) is the culmination of several developments in the last few years. Here are some of the main ones:

List processing languages, such as LISP and Prolog, have become sophisticated.

Mathematical logic has been computerized. Bertrand Russell and Alfred North Whitehead at the beginning of the century tried to put mathematics on a logical basis in their now neglected 1910 book 'Principia Mathematica.' Now Alan Newell's 'Logic Theorist', using heuristic (rule of thumb) problem solving methods, has already managed to prove the bulk of the theorems in the book.

The combination of list processing languages and automatic theorem proving have created sophisticated symbolic computing systems.

Another influence has been the growth of interactive computing and the development of incremental "programming environments" to replace the old-style tedious looping process of coding, compiling, link-editing, executing, debugging, and recoding.

A further influence has been provided by modern studies in 'cognitive psychology' to measure the ways in which people (and animals) acquire information.

Today expert systems are found in diverse fields. They can tell an oil driller in a petroleum field what to do when his drill bit gets stuck. They can tell a mathematician at superhuman speed how to do symbolic differentiation and integration. They select antibiotics for patients with severe blood infections. They help geologists search for valuable mineral deposits. They help civil and mechanical engineers to design and analyze structures ranging from buildings to airplane wings.

Where are expert systems headed?

Continued on pg. 14



# ATARI SAFARI SYNCALC

By Donald Forbes -- JACG

[ Phone rings ]

JOE

Don? This is Joe Kennedy. Will you be doing anything for the Atari Safari?

DON

Yes, by all means! I have spent most of this Sunday afternoon going over my old Atari Forth disks to provide you with a graphics demo. I am glad you called. I have a couple of questions. Jerry Frese is relocating to Columbia MD and didn't have any answers. Will hardware be provided? Is anybody demoing spreadsheets?

JOE

You will have to provide your own. There will be about eight demos of 15 minutes each. No one is doing spreadsheets.

DON

Good! I was just thinking. This is 1986 and we are still demoing software for a computer that was announced in December 1979. I would like to do something relevant to today's world.

JOE

The eight-bit Atari is the only computer from those early days that has survived and will still run the old software. Commodore switched from one version to another. Apple went through several versions. But my old Atari still does what I want with the software that I have. One of these days, now that the ST is down to less than \$500, I may buy one. But my old Atari is still good.

DON

I still write for the newsletter on my old Atariwriter. And my son loves the old games. But since January I have had a Leading Edge (an IBM clone) for \$1500 tax included with 640K and a high-class word processor that runs on my old Epson printer. There is a mountain of public domain software at \$6 a disk you can copy and give away. Now I can do spreadsheets and artificial intelligence and the latest Forth programs. I just got a new Pascal compiler that lets me write PL/I-type programs as I did for years on the big mainframes.

For this reason I would like to demo something relevant. The most important

software to come out of the micro revolution is the spreadsheet. In a large corporation, the computer systems training department will spend some 40 percent of its budget on PC skills, of which spreadsheets are the largest part, followed by word processing and data base packages.

I have a copy of SynCalc for the Atari that I bought at our flea market for \$21. I also have the companion SynTrend graphics package for graphics and trend projection. It is not Lotus 1-2-3 or Symphony or Framework. But it is a good introduction to these packages.

The first computers were developed during World War II. During the 1950s large computers found their way into the nation's largest businesses. By the 1970s virtually every large corporation had at least one

large computer. In 1974 Intel Corp. developed the first microprocessor, the 8008. Soon after, MOS Technologies developed the 6502 chip (which eventually was used in the Apple, Commodore PET and Atari).

In 1977 Steve Wozniak and Steve Jobs introduced the Apple I. Shortly after, Tandy brought out the TRS-80. In 1978 Robert Frankston and Dan Bricklin created VisiCalc, after Bricklin tired of doing spreadsheets by hand five days a week as a student at the Harvard Business School.

The combination of Visicalc (for less than \$200) and Apple had a tremendous impact on the infant microcomputer industry: there was now a legitimate business and professional application for desktop computers. Managers now could outflank computer-user budgets and EDP procedures, and get their answers in minutes instead of waiting for hours for mainframe time. VisiCalc soon became available on many computers, including the Atari 800.

In 1983 Lotus 1-2-3 (the second generation of the spreadsheets) appeared and by April was outselling VisiCalc. Lotus was named 1-2-3 because it combined three packages (spreadsheets, graphics and database). Today Lotus is firmly entrenched as the most popular business software.

The SynCalc manual has a simple budget which I can type on the screen, showing how to set up the formulas, and change the formatting, and saving the final worksheet to disk. With practice I should have it down

pat inside my allotted 12 minutes.

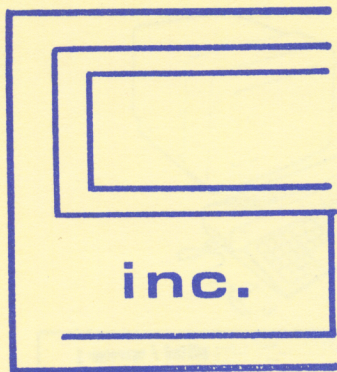
| EXPENSE   | BUDGET | ACTUAL | DIFF | % OF<br>TOTAL |
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| MISC      | 35     | 56     | 21   | 3             |
| TOTAL     | 1865   | 1917   | 52   | 100           |

The slow way to create a spreadsheet is to use the menu commands. The fast way is to memorize the abbreviated commands that begin with a slash and show at the top left of the screen.

The first step is to clear the screen with /E#. Then create the headings. The underlining below the headings can be done once and then copied to the other columns. The titles in the left column can be copied vertically, and then automatically left justified with /FL A1:A20. Then one enters the two columns of numbers. The fourth column can be computed with a formula in the first row, and the formula copied to the rest of the column. Another formula will compute the percentages in the fifth column.

Continued on pg. 14



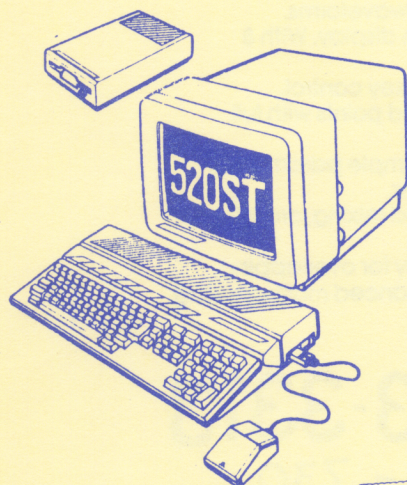
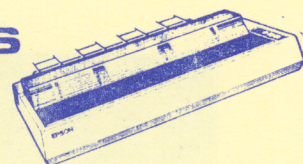


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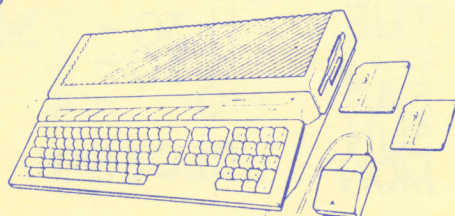
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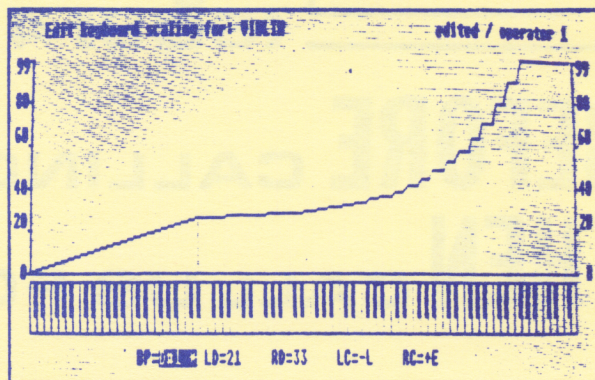
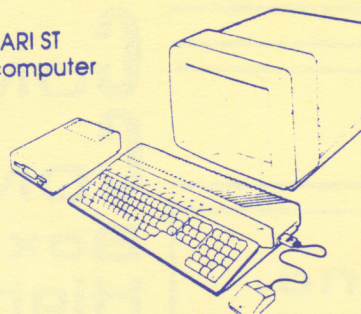


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The ATARI ST  
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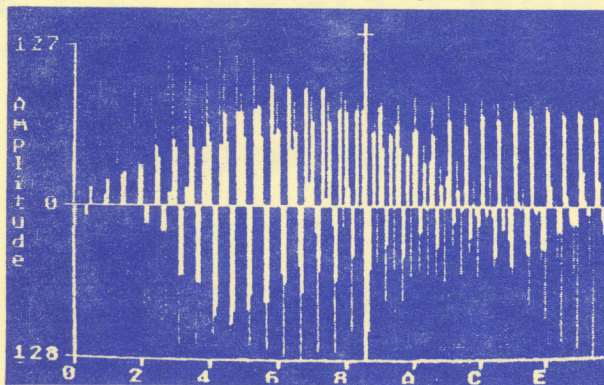
Five programs in one. 1) Patch Librarian, 2) Numeric Editor, 3) Graphic Editor, 4) Automated Patch Loader, 5) The DROID Function

DX-Droid takes advantage of the high resolution of the ST to provide clear graphic displays of *all* DX parameters. The graphics are so accurate that even the aliasing errors of the DX are precisely displayed. DX-Droid buffers 18 groups of 32 voices

and can instantly load 2 fully stuffed TX toneracks with a single keystroke. But the most shocking thing is the DROID function. This program will actually create usable sounds on its own. Using a combination of Artificial Intelligence and random number generation, it can generate banks of new sounds instantly, allowing the user to browse through them selecting favorites that can then be fine tuned using the editors.

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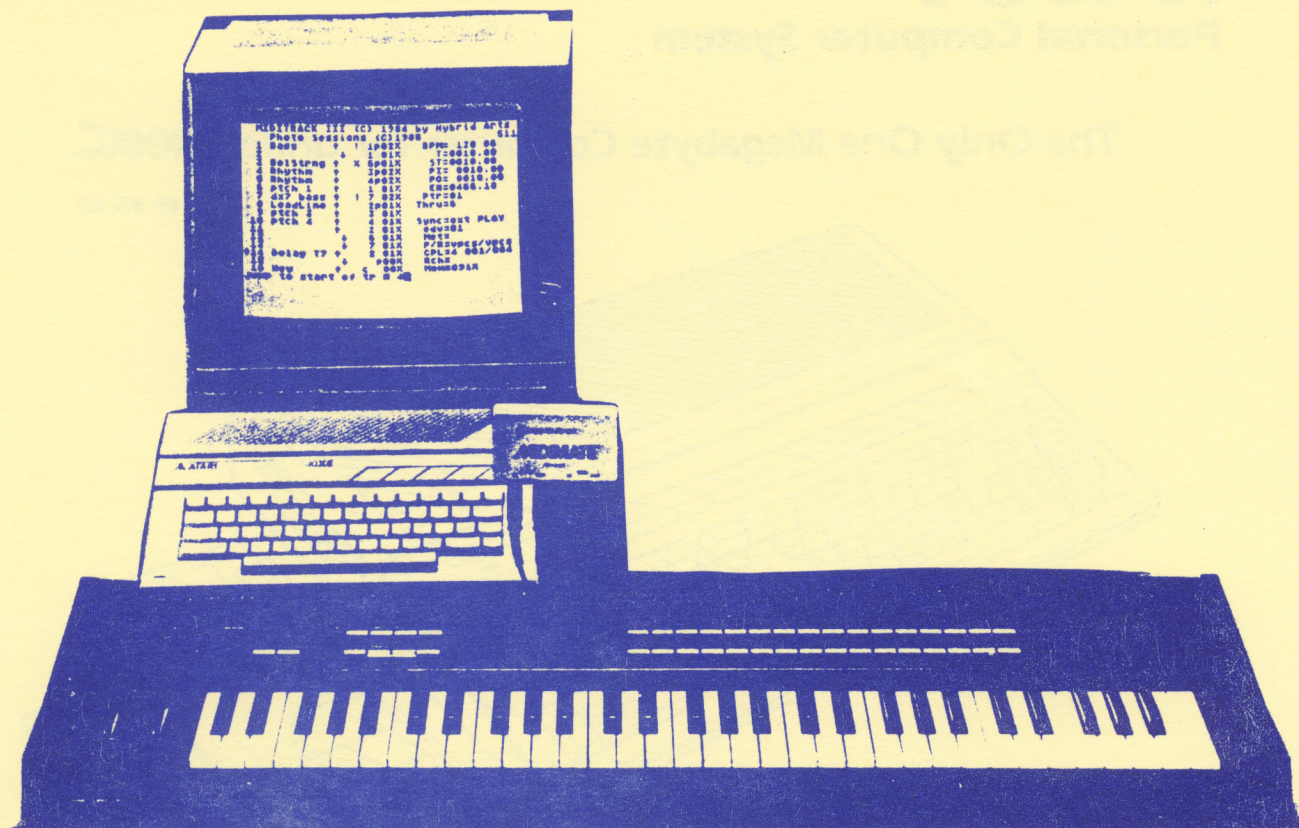
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- All patches and groups can be named.
- Able to print out patch and group listings.
- 1024 patches per disc.
- Allows patches to be custom arranged into groups that are convenient for a session or live performance.
- Comes with 256 custom DX sounds to get your library started.

**DX-Patch Editor™**

This program combines all the features of the DX-Patch with interactive editing of all the DX voicing parameters.

**CZ-Patch™** for the Casio CZ101 and CZ1000.\*

- All patches and groups can be named.
- Able to print out patch and group listings.
- 512 patches per disc.
- Allows patches to be custom arranged into groups that are convenient for a session or live performance.
- Comes with 144 custom CZ sounds to get your library started.

**Drumpatch™** for the Sequential Circuits Drumtracks drum machine.

**MidiCom™**

A MIDI as well as general purpose telecommunications program that is designed to work with the MIDI files from MidiTrack and MidiPatch. The system is compatible with DOS and supports Xmodem for error free data transfers. It also has its own built in autodial. With this system a worldwide network of musicians are exchanging synth patches and MidiTrack songs.

**SMPTE-Mate™**

SMPTE to MIDI sync module. With the ability to read and write SMPTE timecode.

**MMS (MIDI Music System)**

An enhanced MIDI version of the well known AMS (Advanced Music System) for Atari computers. The program is designed like a spreadsheet to allow instant bar graph access to any section of the song. Works with the Hybrid Arts MidiMate.

\*Available for Atari, Commodore, and IBM.

 **Hybrid Arts, Inc.™**



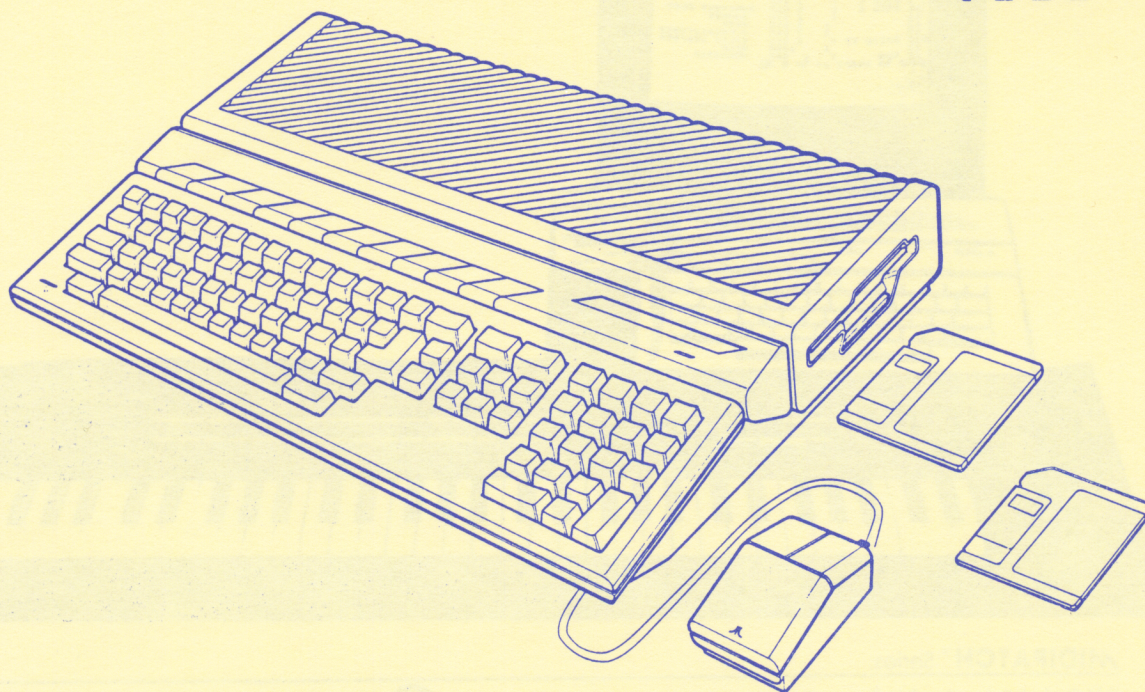
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  - 320 x 200 x 16 colors.

- Midi In/Out ports.
- Industry standard parallel interface port.
- RS232C serial modem port.
- Floppy disk port (including controller) for 2nd disk drive.
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- ROM cartridge port.
- Mouse and joystick ports.

### TECHNICAL DATA:

- MC68000 microprocessor; 32-bit internal, 16-bit external architecture.
- Clock speed 8 MHz.

### REQUIREMENTS:

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## Fun With Foobles:

### Fooblitzky

by Tom Pluck - JACG

What's the first thing you think of when you hear INFOCOM? Text, text, no graphics, but a lotta witty text, ya... Stereotype no more. They've come out with Fooblitzky, a graphics board game with mah-velous revolutionary graphics. No, hell hasn't frozen over, but INFOCOM's come out with a sure-fire hit for the whole family.

Ok, it's a dog eat dog world, and unfortunately, you are a dog. And up to three other dogs (your friends & family, no offense intended) are your opponents. The currency is foobles and the town is Fooblitzky. In the variety of stores that are around town, there are eighteen items for sale. When the game starts, each player picks an item and the computer picks the rest. The object of the game is to collect these four secret items by cheating, tricking, and downright lying to your friends. You can buy them or steal 'em - either way, it's okay. If you run out of foobles, work at a restaurant or sell some unneeded items. Check out your lockers for the secret item that you picked- it might be there. Ride the UGH (Underground Gliding Highway). Get hit by cars. Meet the Chance Man and get a free turn, robbed, given a correct item, or squashed by a falling piano. Sounds like fun, eh?

It is. The graphics are excellent. I mean Penguin Software is positively biting their nails right now. The animation is great, and actually funny sometimes. You get four erasable marker boards (the kind in your kitchen that says "Things To Do:" on it) to write down clues on. Watch your board- cheating is legal here. I want you to know that right now, Fooblitzky is available in stores. Originally it was only available to subscribers of INFOCOM's New Zork Times for the hefty price of \$44.95- which probably won't lower for quite some time.

I mean it, you should buy this game if this review has you literally begging to see a copy (you've retrieved your car keys and the map to your local computer store by subconscious command). Remember, you need 2 - 4 players (If you have a lack of friends and your family no longer returns your calls, tough nuggies). Fooblitzky is a board game, not a bored game. So you can play it again and again. And again and again and again...it's just plain great.

This review submitted by: Pluck Rogers of the 25th century (A.K.A. Rover)!!!!

## How It All Began...

John King Tarpanian - HACKS  
Reprinted from VII, No. 7, July 1986 - Hooked  
On Atari Computer Keyboard Society

In 1978 Long's Drug Store was having a sale of Super Pong Games by ATARI. They were only \$129.00. A bargain I could not pass up. A year or so later I bought my ATARI 2600 game unit for only \$179.00. Again, a bargain. Between then and 1981 I purchased sixty-two game cartridges for the 2600. At about \$35.00 each...you figure it out-I am afraid to.

Then came that day in October, 1981. I bought my ATARI 400 and the 410 Recorder, at FEDCO, for only \$500.00. But wait there is more, one week later I decided that I had to have it all.

Realizing that I needed support, I went over to Computer Store International. They are no longer in business but I have become good friends with the owner. They offered a class in BASIC, double warranty and had a user's group (which became H.A.C.K.S.).

The ATARI 800 with 16K was \$800.00 and the extra 32K board was another \$125.00. Of course, I just had to have two 810 disk drives at \$500.00 each. A TV would not do the system justice so I got the AMDEK Color-I monitor for \$325.00. What, you say, no printer? At the time I knew that the only way to go was with the Epson MX-80 F/T with Graphtrax Plus for \$495.00. Then I needed the 850 interface. It was another \$220.00 with the cable. This paragraph totals \$2,965.00.

In the years that have followed I have gone from a 300 baud Hayes modem to a 1200 baud Anchor and recently to an Anchor Lightning 24, 2400 baud, modem. I have a third drive and have had my 810's heavily modified. I also have purchased a 130XE and have two book shelves full of software.

I could buy two ATARI 1040ST systems with money left over for a printer and some software for what I paid for my original 8-bit system. Do I have any regrets? Not a one. Every dime I spent was well spent. By the way, every piece of ATARI equipment listed above is still in use today. None of that original computer purchase has ever needed any repair.

Now it is time for me to buy my ST. Why don't I have one now? It was a choice, either I got the ST or she got a Porsche. The Porsche, also, has not needed any repair in the year we have had it.

~~~~~



Continued from pg. 7

No one knows for sure. But as Napoleon pointed out: 'Calculation must include the incalculable.' With a knowledge of the background and current state of AI expert systems, some reasonable projections can be made.

We must remember that the underlying problem is the same that has existed since the Stone Age: how to transfer information from the experienced person to the inexperienced person. Until the advent of the computer, this function was performed by a trained human and so we have university training programs, and the professions and the service industries.

If this function can be transferred to computers, then three broad trends seem

obvious. Firstly, we can make expert knowledge available to many people who were too distant or too poor to afford the information. Secondly, we can make more information available more rapidly to those who are in a position to benefit from it. Thirdly, computers will be able to capture and transmit knowledge that appears too tenuous or intangible or convoluted for human minds to handle in real time.

Against this background, here are some probable developments. Home banking and financial planning are in the works. The centralized electronic university seems certain. The town library is likely to change from an archive to become a node in an information network. Electronic accountants and consultants and tax advisers are on the way.

There is an old saying that the man who acts as his own lawyer has a fool for a client. But one day soon that, too, may change ...

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## THE Print Utility MAGNIPRINT II+

by Tom Pluck - JACG

Print utilities have been much the rage lately, e.g., The Print Shop, et cetera, and one product that's been around for a while is MagniPRINT II+ by Alpha Systems. Sorry I missed a month or two, but my transportation to the meetings (mom) needed repair (you were probably tired of me anyway).

First, let's see what MagniPRINT II+ can do:

1. Print pictures from Micropainter, MicroIllustrator, Paint, Fun With Art, B/Graph, Graphic Master, Super Sketch, Strip Poker, Movie Maker Backgrounds, Graphics Magician, Atari Light Pen, Print Shop (Screen magic & Graphic Editor), SynGraph, and Computereyes.
2. Save & Print Graphics screens 3 through 15, plus text screens zero to two.
3. Print out LISTed programs with control and inverse characters.
4. Add text in 5 pre-made character sets or any Atari custom character set.
5. Finally, print huge posters in three sizes.

Whew! That's a lot! It does all of those perfectly, and allows you to print any part of the screen. Jeff Bader, the author, did a fine job, but the documentation leaves much to be desired. The phone assistance at Alpha is excellent, but it's not an 800 number (I racked up quite a phone bill learning to use this product). When buying, make sure you ask for the newest version, because I sent in my old copy, and what I recieved in return was new and improved.

This is available through mail only, for \$24.95 postpaid. It's worth it.

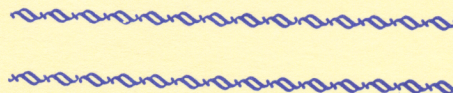
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This review submitted by: Pluck Rogers of the 25th century!!!!!!!!!!!!

Continued from pg. 8

Another set of formulas computes the totals in the last row. One more command adds the dollar signs, and another the percent signs in the last column. Now we can save the whole thing to disk.

As I said, Joe, I will bring the Forth graphics demos for anyone that wants them. But I think SynCalc will do the most good for the most people. And when Jack's IBM compatibility box comes out for the ST, they can hit the ground running.





We can also save and manipulate our data as a list, such as this one:

```
(( (NAME (JOHN DOE))
  (FATHER (JACK DOE) (BLOODTYPE (A POS)))
  (MOTHER (JANE DOE) (BLOODTYPE (O NEG))))))
```

Note that in this instance we have twelve left parentheses, which must be balanced in turn by twelve right parentheses -- twentyfour in all!

So now you have a short overview of the language. It differs from other programming

languages in that it is built around the mathematical notion of a function, and uses the data structure of lists. We have seen how functions can be written in LISP, and indicated how it might be possible to manipulate data objects that can be extremely complex.

One feature that makes LISP unique among the high level languages is that, in LISP, some data structures can be viewed two different ways, either as data or program. When seen as a program, expressions can be executed and return a value. When seen as data, they may be used as arguments for other programs. This means that if we think of a LISP program as a piece of data, then we can write programs directly in LISP which transform them into more useful programs.

If you are interested in a mathematician's view of LISP see the 11-page article (supported by a National Science Foundation grant) written by Mitchell Wand of the computer science department of Indiana U. in the Jan 84 issue of the American Mathematical Monthly of the Mathematical Assoc. of America. (The Aug 79 BYTE was a LISP issue.)

What next?

Well, if you have access to a standard PC at the office, you can buy a public domain version called XLISP which includes 34 pages of documentation, six sample programs and 24 files of source code. You will have to order disk number 148 for XLISP version 1.4 from PC-SIG, 1030D East Duane Ave., Sunnyvale CA 94086 (800)245-6717 for \$10 (disk \$6, handling \$4). If you are willing to wait until I get my copy, give me a blank disk.

The yearly paychecks of AI experts run \$50,000 and up, so the natural question is: What do they know that we don't?

ANTIC's Antics:  
The ST Dilemma

by Tom Pluck - JACG

How many times has it been in the last few months that ANTIC has had about four measly programs and two of them are for the ST? Well, from my point of view, it's been too many times. Remember September '86? Come on, Antic, how many Atarians out there have HAM radios, experience in soldering, and could understand that article on WEFAX decoders? Remember, this is the ATARI resource, not "Radio HAM Weathermen who own Atari computers and have Vocational Degrees in soldering"!!!!!!!

I don't feel like spending \$3.50 for a magazine that gets progressively worse! October's wasn't bad. Ssssnake!, Text Sidewinder, Castle, etc. Now there's another point: How come they have a quarterly magazine for the ST (Start) and half of the 8-bit mag? Yes, this magazine is supposedly dedicated to the 8-bit machines! Yes, I want an ST, but while I've got my trusty 800 XL and all the extras, I want my three bucks 'n' four bits' worth!

There are less ST users than 8-biters, but ANTIC has 1 1/2 magazines for them! While we, the 400/800/600/800/1200/XL/XE runners, get a measly half a magazine!!!!!! Yes, as a true Atariian would know, there are seven 8-bits and TWO sixteen/thirty-two bits; (that's 7:2) but Antic seems to think that the ST, an excellent machine (but not a mechanical God) should dominate over us like a silicon monarch!

Well, I am slightly perturbed. ANTIC, if you read this, it may be a little exaggerated, but isn't everything?

This is Doctor Dead, your reporter/M.D. from the afterlife, wishing you a good night, and good luck. Please see my cousin, Deathen Dismemberment, Attorney at Law.

Next time: Is There Anybody Out There?

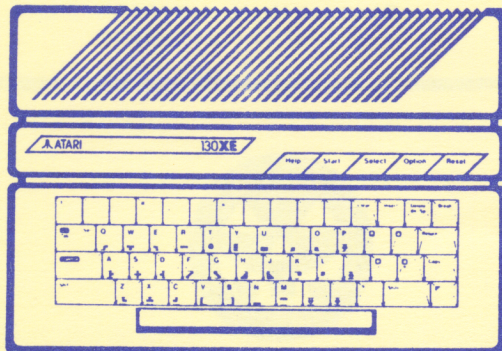
## FLASH

Wall Street Journal  
9/22/86 pg. 36

"Commodore International Ltd. announced a discount on the price of its Amiga 1000 personal computer, the second such program this year. The personal computer maker said beginning Oct. 1, it will cut \$500 off the price of an Amiga system regularly priced at \$1,990"

With price competition like this, I hope J. T. isn't tempted to raise the price of the 1040 ST !!!

ed.





## Fight Night & World Karate Championship

Eli Tomlinson - JACB

Recently a couple of new programs have come out for the Atari 8-bit computers. Some that come to mind are **NeverEnding Story** by **Datasoft**, **Touchdown Football** by **Electronic Arts**, **Fight Night** by **Accolade**, and **World Karate Championship** by **Epyx**. The two that I chose to review seemed to be the better two of the four.

**Fight Night** is the second Atari program written by **Accolade**. As its title suggests, it is a boxing game. After the program loads you choose between **Fight Night**, **Construction**, **Train**, **Spar**, and **Tournament**. **Fight Night** is the arcade game and is separate from all of the other options. It is also the most fun. You get to fight five opponents, each with some special characteristics. The fighting is fun mostly because the graphics are so good. You can see the effects of different punches in great detail. Very few games have ever paid this much detail to the graphics. The one disappointment is the few options your boxer has. There are basically two punches, two fakes, and two blocks. Even in spite of this the game is challenging. I have yet to beat the fourth boxer, **British Bulldog**.

The rest of the options allow you to do much more. **Construction** allows you to create boxers and their characteristics. **Training** allows you to practice the joystick moves. **Sparring** allows you to pit any two boxers against each other. The boxers can be made from construction, or from any of the pre-made computer fighters. **Tournament** is the same except that it creates a round robin tournament among any of the boxers. Within sparring and tournament two players can fight each other, one player can fight a computer boxer, or you can watch two computer boxers battle it out.

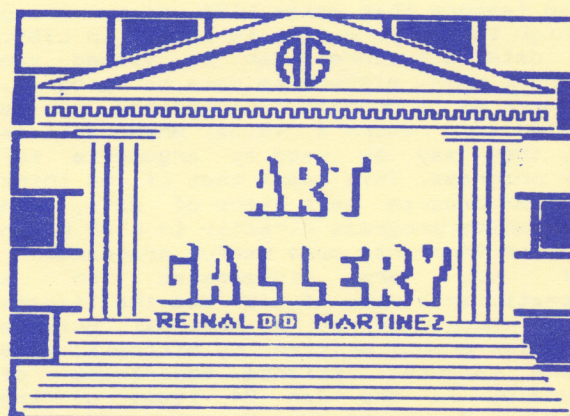
The great many options and detailed graphics make this one of the better arcade games available.

The next program I am going to review is **World Karate Championship**. This is another fight oriented program that can be played with one or two players. Just as in **Fight Night**, the programmers paid a great deal of attention to detail. There are also a great number of different Karate moves to choose from. Unlike **Fight Night**, **World Karate Championship** only offers the arcade action, but the action is great. You battle it out in front of scenery from cities across the world. The graphics and game play are superb, and the sound is better than most programs. I really don't have much more to say except that I hope programs

of this quality continue to become available for the Atari 8-bit computers. Some of the new programs are the best that have ever come out.

In the next issue I'll have to find something bad to review so I don't start gaining a reputation like **Antic** magazine. I think a likely target will be **NeverEnding Story**, a new graphics adventure by **Datasoft**. I have just started playing it; and I think I am going to go blind trying to read the text. It seems as though they chose a very ornate character set, and put it in colors that make it even harder to read. Also, the program doesn't seem to recognize even the most simple commands that one would expect it to. More on that next time.

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Have you ever thought about WORD PROCESSORS? I mean, really thought about them? After all, what are they for? Well, in my book, they facilitate getting thoughts into written word on paper; and they accomplish this through the medium of computer, screen, storage device, and printer (of course, I am talking ATARI - the REAL computer)! Now if we are talking ATARI (and we are), the hardware is more or less constant; that is, processing on a 400, 800, XL, or XE; storage on an 810, 1050 or other 3rd party; and, printing on any of the myriad of printers available. It is the software that gets most of the attention and scrutiny.

Now I'm sure that we all have our favorite word-processing software (and maybe some not so favorite). And I'm sure that if it wasn't due to a review (and how many of us see something reviewed and then buy it? With me it's usually the other way around!), it was probably some flashy ad or packaging that led us to the particular product; or even (and I cringe) the result of the suggestion of the individual most financially dependent upon the purchase (the sales person).

Well for one, I lost sight of the real meaning of word-processing. I possess LETTER PERFECT, SPEEDSCRIPT, TYPIT, ATARIWRITER, and ATARIWRITER PLUS. In addition, I have tried or seen demo'd PAPERCLIP, TEXT WIZARD, LETTER WIZARD, RICH MAN'S WORD PROCESSOR, and WORD MAGIC. Now I don't pretend to be an expert, and I am not suggesting that one, as a result of reading this, should run out and purchase their first, second, or whatever word-processor. What is happening is that every piece of word-processing software that I have seen has a certain percentage of "bells and whistles", some more than others, and of course, those with the most being offered as the "ultimate", or most complete word-processor available.

Get to the point, Noyes! Well, you see, it's been my experience that I use about 10% of the capabilities of whatever word-processor I am currently using; but I have, OF COURSE, paid for 100% of it. The point is - get the word-processor that will do the job that you want it to do. Get those thoughts into acceptably formatted printed word; and with as much ease as possible (ever try to remember 100 commands and control characters?). The more complicated the word-processor, the more one must think about it instead of the job at hand, and that hurts both efficiency and quality.

The bottom line - Don't consider what you might need a word-processor to do one time in 1990; consider what you will be doing with it 99% of the time, and buy what fills the bill most simply and economically.

The dragon in front of you puffs some smoke out of its nose, and poises to launch a flame. But you, striving for virtue, stand your ground and throw your magic axe! The dragon is killed! Oops! You've dropped the joystick. Yep, it's another review from me and another Role-playing adventure from Lord British. Maybe you noticed, I'm reviewing a game in each issue. It's fun, rewarding, and I get to play a lot of games along the way.

Well, let's forget about me and get to Ultima IV. It's 16 times bigger than any previous Ultima, and its graphics have been refined. It's also based on a non-violent quest; to become an Avatar enlightened in the eight virtues (which I can't tell you about, because finding out what they are is part of the quest). You still get a lot of adventuring in, though.

You get two double-sided disks, containing the program, the townies, Britannia, and the Underworld. One character is created for you, but the game finds out what suits you by giving a multiple choice Tarot card test. Up to seven more characters can be picked up along the way. This game is quite addictive and lives up to Lord British's claims. It takes from 100 - 200 hours to finish (which I'm not near yet) but is easy to learn. This makes it a good game for experts and for first-timers like me.

Okay, I told you the good stuff, now for the flaws. Disk swapping causes some trouble. Every time you leave or enter a town or dungeon, you swap disks. It is pretty easy to accidentally exit a town, too. The biggest problem is that you can only have one character at a time. No, the seven characters you pick up don't really count. You save your character on the Britannia disk, so you can only use one "leader character" at a time. Overall, though, Ultima IV is a very good game. Little touches such as tornados and funny guards make it a fun, well done (not medium rare) piece of software.

This review submitted by: Pluck Rogers of the 25th century!!!!!!

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Continued from pg. 4

Well that's Disk #88 and thanks again to the San Leandro Computer Club for this excellent offering. See you next month and Happy Computing!



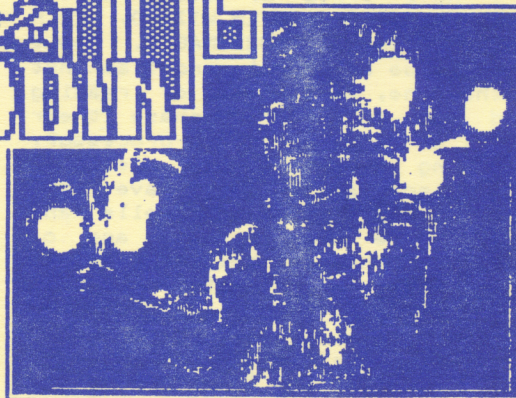
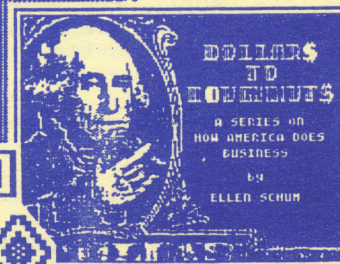
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